

In IC2, power tier refers to a range of EU per tick (EU/t) by which blocks and items are grouped, which defines certain ways they behave. Incorrectly matching power tiers between equipment usually results in either a lack of functionality or a surplus of explosions.

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Energy Storage Upgrades add 10,000 EU per upgrade to a machine's internal buffer. They do not increase the energy input capability of the machine, so a tier 1 machine would still only be able to take 32 EU/t, but it would be able to store much more energy.

Powering a machine or storage unit with too much EU/t will result in the machine exploding. For example, trying to power a Macerator (tier 1) with 128 EU/t (tier 2) will result in the Macerator exploding, destroying it. Transformer Upgrades can be used to increase the power tier of a machine by power tier per upgrade item.

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Right now on my SMP server one would find a very good mix of power sources. This server uses IC2, BC, RP, Forestry, Railcraft, and Additional pipes. Lava is my primary fuel source for both my BC and Forestry engines.

The Energy Storage Upgrade is an upgrade for IC2 machines used to increase the amount of internal energy it can store. Each upgrade increases the machine's storage by 10,000 EU. The Energy Storage Upgrade is often used in combination with the Overclocker Upgrade, due to the fact that the Overclocker Upgrade makes the machine consume more energy.

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Web: <https://gennergyps.co.za>